IN THE CLAIMS:

Please cancel/amend/retain/add the claims as follows:

1. (Currently Amended) A method for sorting static images, comprising the steps of:

~~computing the~~ counting a number of edge pixels of objects in each of the static images ~~and measuring textures~~ to measure a texture of each of the static ~~image by numerating~~ images, the measured texture of each of the static images being defined as the counted number of edge pixels of objects in each of the static images; and

sorting the static images based on the measured textures ~~according to a sorting order~~ of each of the static images.

2. (Currently Amended) The method of claim 1, wherein the step of measuring includes the steps of:

performing an n-dimensional Wavelet transform by using a high pass filter so as to obtain ~~edge information for the objects in the static images~~ transformed static images; and

~~eliminating~~ performing a Soble operator in order to eliminate noises included in the transformed static images ~~through the use of a Sobel operator~~ and ~~computing~~ counting the number of edge pixels of the objects in the transformed static images.

3. (Currently Amended) The method of claim 1, wherein the step of sorting sorts the measured textures ~~in an order~~ such that ~~their~~ values thereof are ~~closer to a texture inputted in a next time~~ in an order of closeness to a texture value of a newly inputted texture.

4. (Currently Amended) A method for browsing static images in a data image texture database by using an inputted query image as a standard, comprising the steps of:

measuring a texture of the query image by ~~numerating the~~ counting a number of edge pixels of an object in the query image and representing the measured texture of the query image with a numeric value indicating the counted number of edge pixels; and

searching static images having ~~a~~ texture numeric values close to the numeric value representing the measured texture of the query image among the ~~textures of the~~ static images ~~sorted~~ in the data image texture database.

5. (Currently Amended) The method as recited in claim 4, wherein the step of searching further includes the step of sorting the ~~textures of the~~ static images in an order ~~their values are closer~~ of texture values closest to the numeric value representing the measured texture of the query image.

6. (New) A method for sorting static images, comprising the steps, in the following order, of:

a) performing an n-dimensional Wavelet transform for transforming the static images by using a high pass filter;

b) performing a Sobel operator for eliminating noise included in the transformed static images;

c) counting edge pixels of objects in each of the static images;

d) representing a texture of each of the static images with a numeric value representing the counted number of edge pixels; and

e) sorting the static images according to the numeric values of the static images, respectively.